

AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims.

1. (Currently Amended) An apparatus comprising:

at least one processor; and

at least one memory including computer program code for one or more programs,

the at least one memory and the computer program code configured to, with the at least one processor, cause the apparatus to perform at least the following,

associate each one of a plurality of device configurations based, at least in part, on one or more hardware components with associated functional capabilities of a device, with a respective game configuration, wherein each game configuration differently specifies one or more parameters of a game;

identify a current device configuration for the device;

determine a current game configuration associated with the current device configuration; and

control the game by setting parameters in the game as specified by the current game configuration.

2. (Previously Presented) An apparatus as claimed in claim 1, wherein the game comprises gaming objects and the at least one game configuration specifies a parameter that creates a gaming object based, at least in part, on the one or more capabilities.

3. (Previously Presented) An apparatus as claimed in claim 2, wherein the game comprises at least one user gaming object and the created gaming object affects an attribute of the user gaming object.

4. (Previously Presented) An apparatus as claimed in claim 1, wherein the game comprises a gaming object a user gaming object and the game configuration specifies a parameter that affects an attribute of the gaming object or an attribute of the user gaming object.

5. (Previously Presented) An apparatus as claimed in claim 1, wherein the apparatus is further caused to:

receive selection input; and

select a sub-set of the parameters specified in the current game configuration for use as parameters in the game.

6. (Previously Presented) An apparatus as claimed in claim 1, wherein the apparatus is further caused to:

update the device configurations.

7. (Previously Presented) An apparatus as claimed in claim 1, wherein the apparatus is further caused to

control the game by setting parameters in the game as specified by one or more previous game configurations.

8. (Previously Presented) An apparatus as claimed in claim 1, wherein the apparatus is further caused to:

temporarily control the game by setting parameters in the game as specified by a virtual game configuration associated with a virtual device configuration selected by the user.

9. (Previously Presented) An apparatus as claimed in claim 1, wherein the control of the game, includes setting parameters in the game as specified by the current game configuration at the instantiation of the game.

10. (Previously Presented) An apparatus as claimed in claim 9, wherein the parameters set at the instantiation of the game are variable while the game is played.

11. - 12. (Canceled)

13. (Withdrawn) A server, for controlling a game, comprising:

a memory storing a data structure that associates each one of a plurality of device configurations with a respective game configuration, wherein each game configuration differently specifies one or more parameters of the game;

means for receiving a current device configuration from a client device;

means for using the data structure to determine a current game configuration associated with the received current device configuration; and

means for controlling the game by setting parameters in the game as specified by the current game configuration.

14. (Withdrawn) A server as claimed in claim 12, wherein the server is a game server that is accessed for playing the game.

15. (Withdrawn) A server as claimed in claim 12, wherein the game is played locally at the client device and the means for controlling the game, controls the game by sending a message to the client device that defines the current game configuration and sets parameters of the game in the client device.

16. - 20. (Cancelled)

21. (Previously Presented) An apparatus of claim 1, wherein the one or more capabilities of the device are based, at least in part, on one or more accessory devices.

22. (Previously Presented) An apparatus of claim 1, wherein the apparatus is further caused to:

detect an accessory device; and

modify the current device configuration based, at least in part on the detection.

23. (Previously Presented) An apparatus of claim 22, wherein the apparatus is further caused to:

update the gaming object based, at least in part on the modified current device configuration.

24. (Previously Presented) An apparatus of claim 23, wherein the accessory device includes a camera, a headset, a pen input device, a light, or a combination thereof.

25. (Previously Presented) An apparatus of claim 2, wherein the apparatus is further caused to:

detect a model of the device;

determine that a newer model of the device is available; and

decrease an attribute of the gaming object based, at least in part, on the determination.

26. (Previously Presented) An apparatus of claim 25, wherein the apparatus is further caused to:

receive an update message via a wireless interface, wherein the determination that a newer model is available is based, at least in part on the update message.

27. (New) An apparatus of claim 1, wherein the functional capabilities of the hardware components are correlated to respective game configurations based, at least in part, on a data structure.